



NATIONAL ENDOWMENT FOR THE

Humanities

### **Digital Projects for the Public: Design Document Instructions**

For all *Prototyping* applications, please submit a design document that addresses the following:

- ☐ 1) *Executive summary*: discuss the goals of the project and the rationale for the platform(s) being used.
- ☐ 2) Briefly discuss the nature of the *humanities content* being communicated.
- ☐ 3) Discuss the chosen format(s) and the *organization of the content*.
- ☐ 4) Describe and visually illustrate the *layout and navigation* pathways of the project (using mockups, wireframes, screenshots or video) the *user experience(s)* of the project.
  - For websites or web-based media, include a site map that clearly illustrates the paths that an audience will be able to take through the project as well as all media assets that they will encounter along the way.
  - For games and online graphical environments, include details such as level designs and object schematics, maps of locations, branching pathways, etc.
  - For applications that require touch or gesture-based inputs, include a depiction of how and where a user's inputs will impact their experiences with the project.
  - For location-dependent mobile applications, include a description and visual representation of how the digital components will be interwoven with locations, objects and events (i.e. a mobile application that contains augmented reality content should be paired with a visual representation of the locations that will trigger them).
  - For alternate reality games, transmedia projects and transmedia extensions provide a detailed representation how the components will complement and connect to each other and list when each will be released (if distribution is staggered).
- ☐ 5) Explain the project's *technical architecture(s)* and *content management system* (front end, middle end and back end).
- ☐ 6) Describe the *sustainability plan* for the project.
  - Include estimated future costs (e.g. domain and developer registrations, community support, royalty and licensing fees, etc.) and maintenance fees (hardware and software) for the project.
  - Discuss how this project be preserved against technological obsolescence and list the steps being taken to ensure that it remains accessible in the future.
  - If a completed and distributed project is to be shut down after a given time period, explain your procedures for doing so and how they will be communicated to the project's funders and its audience.
- ☐ 7) *Script or Narrative Treatment*
  - If the project contains narrative elements, include a detailed treatment of the story.